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- 1** Modeling for text compression 100%

Timothy Bell , Ian H. Witten , John G. Cleary
ACM Computing Surveys (CSUR) December 1989
Volume 21 Issue 4

The best schemes for text compression use large models to help them predict which characters will come next. The actual next characters are coded with respect to the prediction, resulting in compression of information. Models are best formed adaptively, based on the text seen so far. This paper surveys successful strategies for adaptive modeling that are suitable for use in practical text compression systems. The strategies fall into three main classes: finite-context modeling, i ...
- 2** Human-computer interface development: concepts and 100%

systems for its management
H. Rex Hartson , Deborah Hix
ACM Computing Surveys (CSUR) March 1989
Volume 21 Issue 1

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality

human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

3 Research in music and artificial intelligence 100%



Curtis Roads

ACM Computing Surveys (CSUR) June 1985

Volume 17 Issue 2

Although the boundaries of artificial intelligence (AI) remain elusive, computers can now perform musical tasks that were formerly associated exclusively with naturally intelligent musicians. After a historical note, this paper sermonizes on the need for AI techniques in four areas of musical research: composition, performance, music theory, and digital sound processing. The next part surveys recent work involving AI and music. The discussion concentrates on applications in the four areas o ...

4 Data clustering 100%



A. K. Jain , M. N. Murty , P. J. Flynn

ACM Computing Surveys (CSUR) September 1999

Volume 31 Issue 3

Clustering is the unsupervised classification of patterns (observations, data items, or feature vectors) into groups (clusters). The clustering problem has been addressed in many contexts and by researchers in many disciplines; this reflects its broad appeal and usefulness as one of the steps in exploratory data analysis. However, clustering is a difficult problem combinatorially, and differences in assumptions and contexts in different communities has made the transfer of useful generic co ...

5 A note on associative processors for data management 100%



Glen G. Langdon

ACM Transactions on Database Systems (TODS) June 1978

Volume 3 Issue 2

Associative “logic-per-track” processors for data management are examined from a technological and engineering point of view. Architectural and design decisions are

discussed. Some alternatives to the design of comparators, garbage collection, and domain extraction for architectures like the Relational Associative Processor (RAP) are offered.

6 A data-driven model for a subset of logic programming 100%



Lubomir Bic , Craig Lee

ACM Transactions on Programming Languages and Systems (TOPLAS) October 1987

Volume 9 Issue 4

There is a direct correspondence between semantic networks and a subset of logic programs, restricted only to binary predicates. The advantage of the latter is that it can describe not only the nodes and arcs comprising a semantic net, but also the data-retrieval operations applied to such nets. The main objective of this paper is to present a data-driven model of computation that permits this subset of logic programs to be executed on a highly parallel computer architecture. We demonstrate ...

7 Texture mapping 3D models of real-world scenes 100%



Frederick M. Weinhaus , Venkat Devarajan

ACM Computing Surveys (CSUR) December 1997

Volume 29 Issue 4

Texture mapping has become a popular tool in the computer graphics industry in the last few years because it is an easy way to achieve a high degree of realism in computer-generated imagery with very little effort. Over the last decade, texture-mapping techniques have advanced to the point where it is possible to generate real-time perspective simulations of real-world areas by texture mapping every object surface with texture from photographic images of these real-world areas. The technique ...

8 RAID: high-performance, reliable secondary storage 100%



Peter M. Chen , Edward K. Lee , Garth A. Gibson , Randy H. Katz , David A. Patterson

ACM Computing Surveys (CSUR) June 1994

Volume 26 Issue 2

Disk arrays were proposed in the 1980s as a way to use parallelism between multiple disks to improve aggregate I/O performance. Today they appear in the product lines of most major computer manufacturers. This article gives a comprehensive overview of disk arrays and provides a

framework in which to organize current and future work. First, the article introduces disk technology and reviews the driving forces that have popularized disk arrays: performance and reliability. It discusses the tw ...

9 Query evaluation techniques for large databases 100%



Goetz Graefe

ACM Computing Surveys (CSUR) June 1993

Volume 25 Issue 2

Database management systems will continue to manage large data volumes. Thus, efficient algorithms for accessing and manipulating large sets and sequences will be required to provide acceptable performance. The advent of object-oriented and extensible database systems will not solve this problem. On the contrary, modern data models exacerbate the problem: In order to manipulate large sets of complex objects as efficiently as today's database systems manipulate simple records, query-processi ...

10 The Datacycle architecture 100%



T. F. Bowen , G. Gopal , G. Herman , T. Hickey , K. C. Lee , W. H. Mansfield , J. Raitz , A. Weinrib

Communications of the ACM December 1992

Volume 35 Issue 12

11 Three-dimensional medical imaging 100%



M. R. Stytz , G. Frieder , O. Frieder

ACM Computing Surveys (CSUR) December 1991

Volume 23 Issue 4

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